CLAIMS

We claim:

1.   1. A method for including screen display objects in an HTML table, comprising the steps of:

2.   determining spatial coordinates for each screen display object of a plurality of screen

3.   display objects;

4.   creating an HTML table having rows and columns, wherein row heights and column

5.   widths are determined by the spatial coordinates; and

6.   loading the plurality of screen display objects into the HTML table for display.

1   2. A method for including screen display objects in an HTML table, comprising the steps of:

2   determining spatial coordinates for each screen display object of a plurality of screen

3   display objects;

4   creating an HTML table having rows and columns, wherein row heights and column

5   widths are determined by the spatial coordinates;

6   identifying a cell of the HTML table associated with a screen display object of the

7   plurality of screen display objects by finding an intersection of at least one row of the table and at

8   least one column of the table, wherein the at least one row and the at least one column are

9   determined by the spatial coordinates; and

10   loading the screen display object into the cell.

1   3. A method for including screen display objects in an HTML table, comprising the steps of:

2   combining a first x coordinate and a second x coordinate for each screen display object of

3   a plurality of screen display objects, to provide a set of x coordinates;

4   combining a first y coordinate and a second y coordinate for each screen display object of

5   the plurality of screen display objects, to provide a set of y coordinates;

6   creating an HTML table having rows and columns, wherein column widths are

7   determined by elements of the set of x coordinates and row heights are determined by elements

8   of the set of y coordinates; and

9   loading a screen display object of the plurality of screen display objects into a cell of the

10   HTML table at an intersection of at least one row of the table and at least one column of the

11   table, wherein the at least one row is determined by a y coordinate of the screen display object

12   and the at least one column is determined by an x coordinate of the screen display object.

1   4. A method for including screen display objects in an HTML table, comprising the steps of:

2   for each screen display object of a plurality of screen display objects, determining a

3   plurality of Cartesian coordinate pairs that specify a location of the screen display object;

4   combining a first x coordinate and a second x coordinate for each screen display object of

5   a plurality of screen display objects, to provide a set of x coordinates;

6   combining a first y coordinate and a second y coordinate for each screen display object of

7   the plurality of screen display objects, to provide a set of y coordinates;

8   creating an HTML table having rows and columns, wherein column widths are

9   determined by elements of the set of x coordinates and row heights are determined by elements

10   of the set of y coordinates; and

11   loading a screen display object of the plurality of screen display objects into a cell of the

12   HTML table at an intersection of at least one row of the table and at least one column of the

13   table, wherein the at least one row is determined by a y coordinate of the screen display object

14   and the at least one column is determined by an x coordinate of the screen display object.

1   5. A method for including screen display objects in an HTML table, comprising the steps of:

2   combining a first x coordinate and a second x coordinate for each screen display object of

3   a plurality of screen display objects, to provide a set of x coordinates;

4   combining a first y coordinate and a second y coordinate for each screen display object of

5   the plurality of screen display objects, to provide a set of y coordinates;

6   creating an HTML table having rows and columns, wherein column widths are

7   determined by differences between consecutive elements of the set of x coordinates and row

8   heights are determined by differences between consecutive elements of the set of y coordinates;

9   and

10   loading a screen display object of the plurality of screen display objects into a cell of the

11   HTML table at an intersection of at least one row of the table and at least one column of the

12   table, wherein the at least one row is determined by a y coordinate of the screen display object

13   and the at least one column is determined by an x coordinate of the screen display object.

1   6. A method for including screen display objects in an HTML table, comprising the steps of:

2   combining a first x coordinate and a second x coordinate for each screen display object of

3   a plurality of screen display objects, to provide a set of x coordinates;

4   combining a first y coordinate and a second y coordinate for each screen display object of

5   the plurality of screen display objects, to provide a set of y coordinates;

6   including an x coordinate of an origin in the set of x coordinates;

7   including a y coordinate of the origin in the set of y coordinates;

8   determining a number of elements in the set of x coordinates and a number of elements in

9   the set of y coordinates;

10   creating an HTML table having a number of rows determined by the number of elements

11   in the set of y coordinates and a having number of columns determined by the number of

12   elements in the set of x coordinates, wherein for each row of the HTML table a row height is

13   computed from elements of the set of y coordinates and for each column of the HTML table a

14   column width is computed from elements of the set of x coordinates; and

15   loading a screen display object of the plurality of screen display objects into a cell of the

16   HTML table at an intersection of at least one row of the table and at least one column of the

17   table, wherein the at least one row is determined by a y coordinate of the screen display object

18   and the at least one column is determined by an x coordinate of the screen display object.